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Inventor Information for 10/660075

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CUDDY, RYAN W.	RENO	NEVADA
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US 20020049084 A1	US- PGPUB	20020425	15	Gaming device having an indicator selection with probability-based outcome	463/20	463/21; 463/25	Hughs-Baird, Andrea C. et al.
US 20030060252 A1	US- PGPUB	20030327		Gaming device having games with variable game functions	463/16	463/20; 463/21; 463/25	Hughs-Baird, Andrea C. et al.
US 20030060254 A1	US- PGPUB	20030327		Gaming device having an adjacent selection bonus scheme	463/16		Cuddy, Ryan W. et al.
US 20030060255 A1	US- PGPUB	20030327		Gaming device having achievement criteria for advancement	463/16		Baerlocher, Anthony J. et al.
US 20030064794 A1	US- PGPUB	20030403	18	Gaming device having a multiple round game that includes player choices and processor choices	463/25	463/20; 463/21; 463/22	Mead, Randall D. et al.
US 20030073482 A1	US- PGPUB	20030417		Gaming device having a re-triggering symbol bonus scheme	463/20		Baerlocher, Anthony J. et al.
US 20030216171 A1	US- PGPUB	20031120		Method of operating a multiple round game that includes player choices and game choices	463/25		Mead, Randall D. et al.
US 20040072615 A1	US- PGPUB	20040415		Gaming device having apparent and final awards	463/26		Maya, Darren et al.
US 20040087359 A1	US- PGPUB	20040506		Gaming device having a multi-function free game bonus	463/20		Cuddy, Ryan W. et al.
US 20040106444 A1	US- PGPUB	20040603	27	Gaming device having a destination pursuit bonus scheme with advance and setback conditions	463/16		Cuddy, Ryan W. et al.
US 20040137982 A1	US- PGPUB	20040715		Gaming device having a probability-enhancing trigger symbol	463/20		Cuddy, Ryan W. et al.
US 20040204223 A1	US- PGPUB	20041014		Gaming device having an adjacent selection bonus scheme	463/17		Cuddy, Ryan W. et al.

US 20040214632 A1	US- PGPUB	20041028	Gaming device having an adjacent selection bonus scheme	463/25		Cuddy, Ryan W. et al.
US 20050020345 A1	US- PGPUB	20050127	Method and gaming device of operating a multiple round game that includes diminishing selection sets	463/16		Mead, Randall D. et al.
US 20050037828 A1	US- PGPUB	20050217	Gaming device having achievement criteria for advancement	463/16		Baerlocher, Anthony J. et al
US 20050049038 A1	US- PGPUB	20050303	Gaming device having match game with award determined by prediction of correct matches	463/25		Cuddy, Ryan W. et al.
US 20050054434 A1	US- PGPUB	20050310	Gaming device having a plurality of symbol generators and accumulation game with multiple independent terminating conditions	463/25		Baerlocher, Anthony J. et al
US 20050070354	US-	20050331	Gaming device having	463/20		Baerlocher,
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US 20050075163 A1	US- PGPUB	20050407	Gaming device having a re-triggering symbol bonus scheme with a bonus symbol accumulation and	463/20		Cuddy, Ryan W. et al.
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US 20050143170 A1	US- PGPUB	20050630	Gaming device having apparent and final awards	463/26		Maya, Darren e al.
US 20050233801 A1	US- PGPUB	20051020	Gaming device having a re-triggering symbol bonus scheme	463/20	463/16	Baerlocher, Anthony J. et a
US 20060019738 A1	US- PGPUB	20060126	Gaming device having concentric reels including an outer reel with display areas having different sizes and positions	463/20		Baerlocher; Anthony J. et a
US 20060040721	US-	20060223	Gaming device having	463/16		Cuddy; Ryan

A1	PGPUB			a matrix and symbol generator			W. et al.
US 20060063585 A1	US- PGPUB	20060323		Gaming device having free spin game with terminators and antiterminators	463/20		Cuddy; Ryan W.
US 20060068884 A1	US- PGPUB	20060330		Gaming device having a free spin game including an accumulated modifier	463/20	463/25	Baerlocher; Anthony J. et al.
US 20060068885 A1	US- PGPUB	20060330		Gaming device and method having free activation mode and free activation mode with free activation retrigger	463/20		Cregan; Karen M. et al.
US 20060073876 A1	US- PGPUB	20060406		Gaming device with changing wild symbols	463/20		Cuddy; Ryan W.
US 20060084492 A1	US- PGPUB	20060420		Gaming device having concentric reels and a displayable wild symbol	463/20		Baerlocher; Anthony J. et al.
US 20060084498 A1	US- PGPUB	20060420	43	Gaming device having concentric reels and a displayable wild symbol	463/20		Baerlocher; Anthony J. et al.
US 6609974 B2	USPAT	20030826		Gaming device having a multiple round game that includes player choices and processor choices	463/25		Mead; Randall D. et al.
US 6733386 B2	USPAT	20040511		Gaming device having an adjacent selection bonus scheme	463/17	463/20	Cuddy; Ryan W. et al.
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US 6783458 B2	USPAT	20040831		Method of operating a multiple round game that includes player choices and game choices	463/25		Mead; Randall D. et al.
US 6796900 B2	USPAT	20040928		Gaming device having achievement criteria for advancement	463/16	273/139	Baerlocher; Anthony J. et al.

US 6913532 B2	USPAT	20050705	Gaming device having a re-triggering symbol bonus scheme	463/16	463/20	Baerlocher; Anthony J. et al.
US 6913533 B2	USPAT	20050705	Gaming device having an adjacent selection bonus scheme	463/16	462/20	Cuddy; Ryan W. et al.
US 6986709 B2	USPAT	20060117	Gaming device having games with variable game functions	463/16		Hughs-Baird; Andrea C. et al.
US 7001278 B2	USPAT	20060221	Gaming device having apparent and final awards	463/26		Maya; Darren et al.
US 7033270 B2	USPAT	20060425	Gaming device having achievement criteria for advancement	463/16	273/139	Baerlocher; Anthony J. et al.

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